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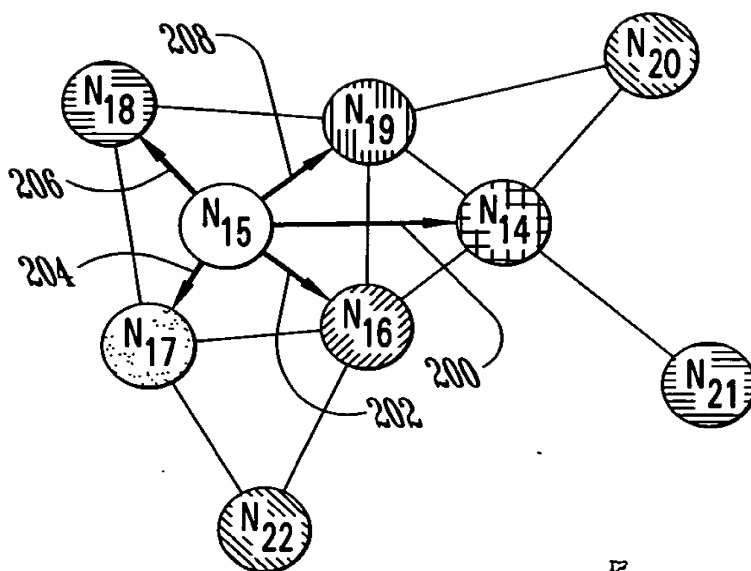


Fig. 2

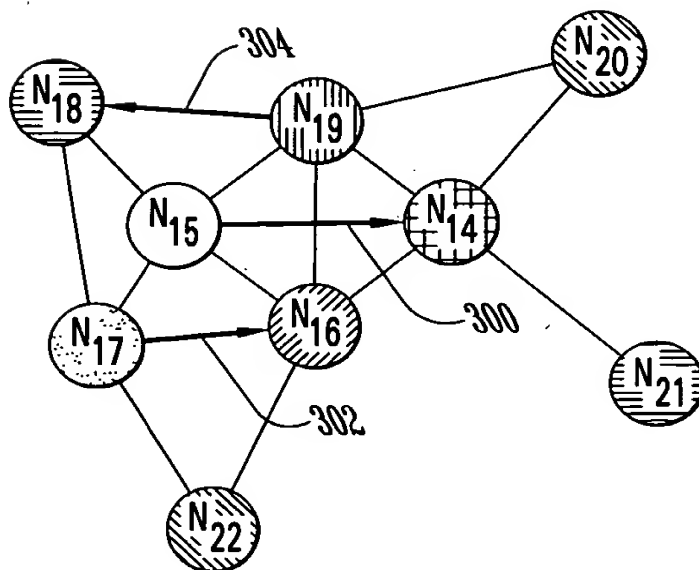


Fig. 3

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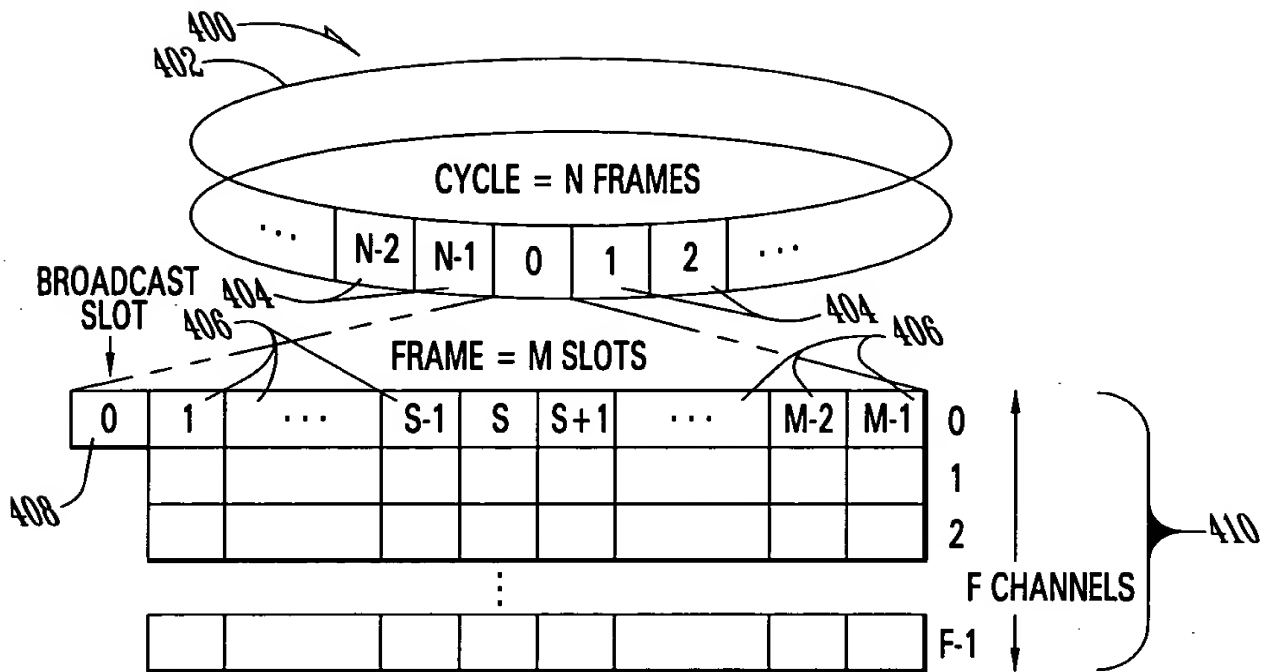


Fig. 4

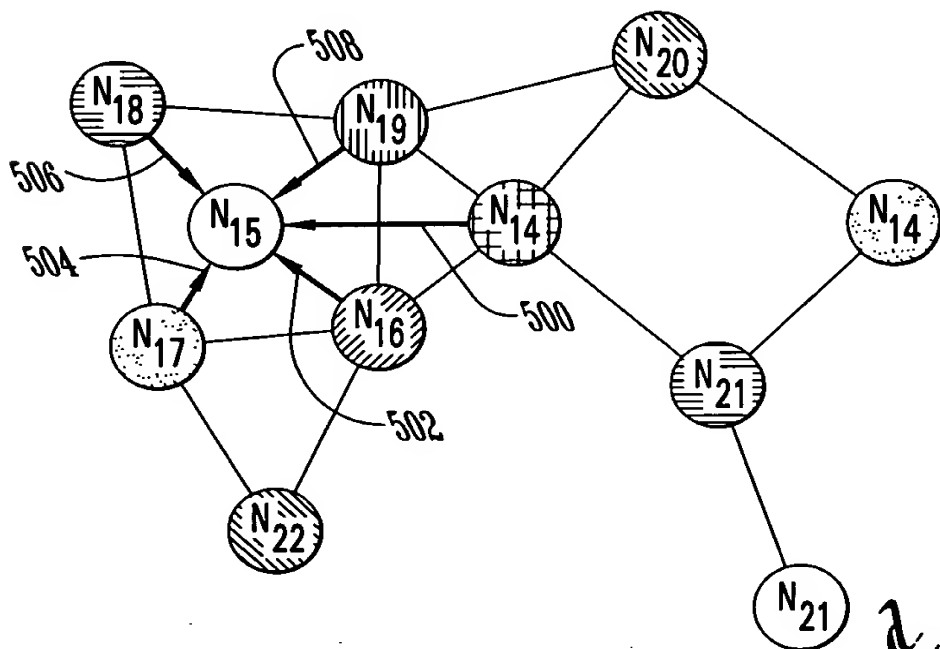


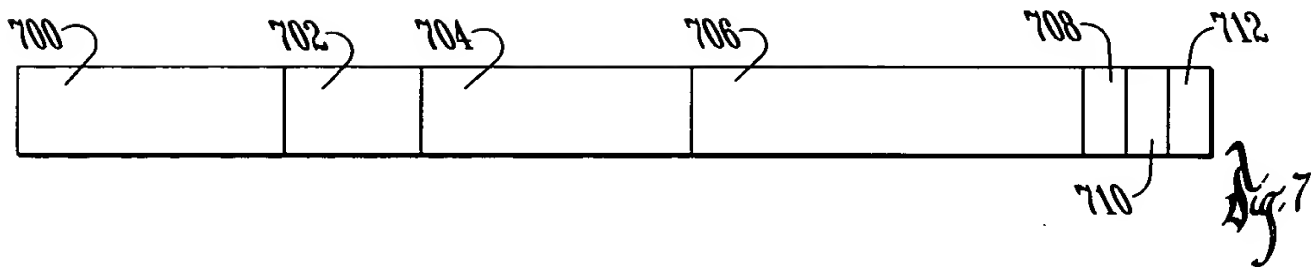
Fig. 5

The diagram illustrates a 1 SEC CYCLE divided into three main phases: BOOTSTRAP CYCLE, BROADCAST CYCLE, and RESERVATION CYCLE. Each phase is represented by a horizontal bar divided into segments. The BOOTSTRAP CYCLE and BROADCAST CYCLE each have four segments, with the top segment labeled '1' and the bottom segment labeled '0'. The RESERVATION CYCLE has eight segments, with the top segment labeled 7, 6, 5, 4 from left to right, and the bottom segment labeled 0, 1, 2, 3 from left to right. Below these cycles is a table representing the 125 MS FRAME. The table has four columns: BOOTSTRAP MINISLOTS, BCST SLOTS, and RESERVATION / STANDBY SLOTS. The first column is divided into four sub-columns, each labeled 'ONE BOOTSTRAP SLOT PER NODE'. The second column is divided into two sub-columns, each labeled '0' and '1'. The third column is divided into eight sub-columns, each labeled with a number from 0 to 7. The table is organized into four rows, each corresponding to one of the four nodes. The first row shows the initial state of the slots, with the first column containing '0' and '1', and the second column containing '0' and '1'. The remaining columns are empty. The second row shows the state after the first node has reserved a slot, with the first column containing '0' and '1', and the second column containing '0' and '1'. The remaining columns are empty. The third row shows the state after the second node has reserved a slot, with the first column containing '0' and '1', and the second column containing '0' and '1'. The remaining columns are empty. The fourth row shows the state after the third node has reserved a slot, with the first column containing '0' and '1', and the second column containing '0' and '1'. The remaining columns are empty. The table is labeled '125 MS FRAME' at the bottom. The diagram is labeled 'Fig. 6' in the bottom right corner.

BOOTSTRAP MINISLOTS				BCST SLOTS		RESERVATION / STANDBY SLOTS							
ONE BOOTSTRAP SLOT PER NODE	ONE BOOTSTRAP SLOT PER NODE	ONE BOOTSTRAP SLOT PER NODE	ONE BOOTSTRAP SLOT PER NODE	0	1	0	1	2	3	4	5	6	7
0	1			0	1								
0	1			0	1								
0	1			0	1								
0	1			0	1								

Fig. 6

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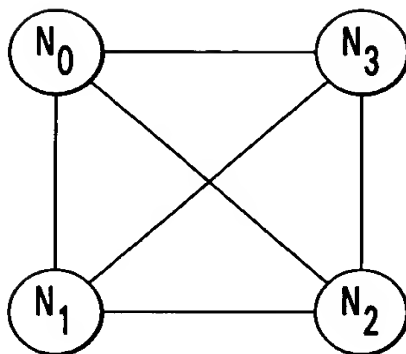


Fig. 8

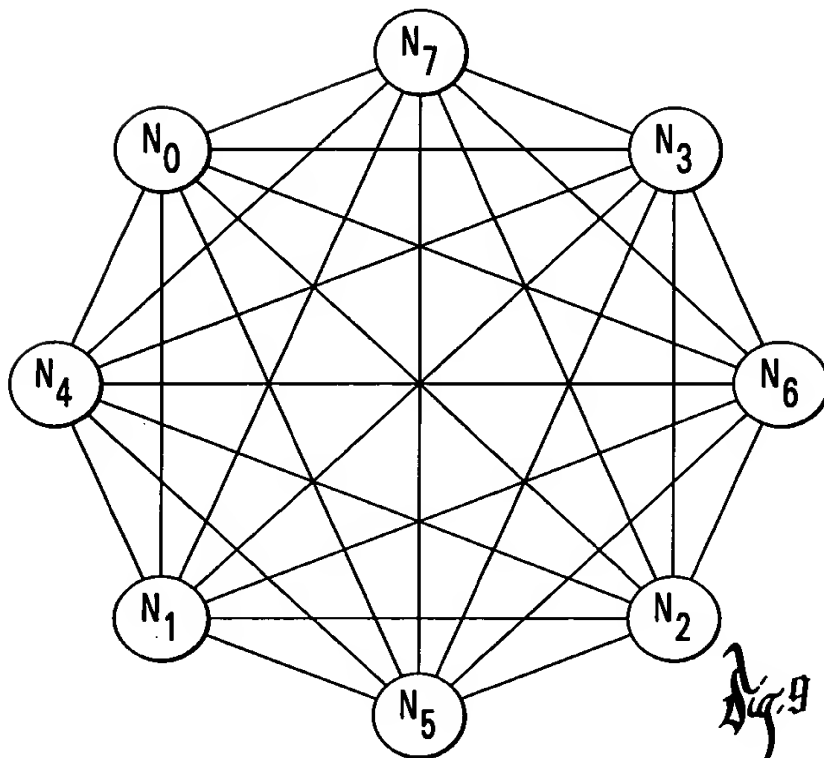


Fig. 9

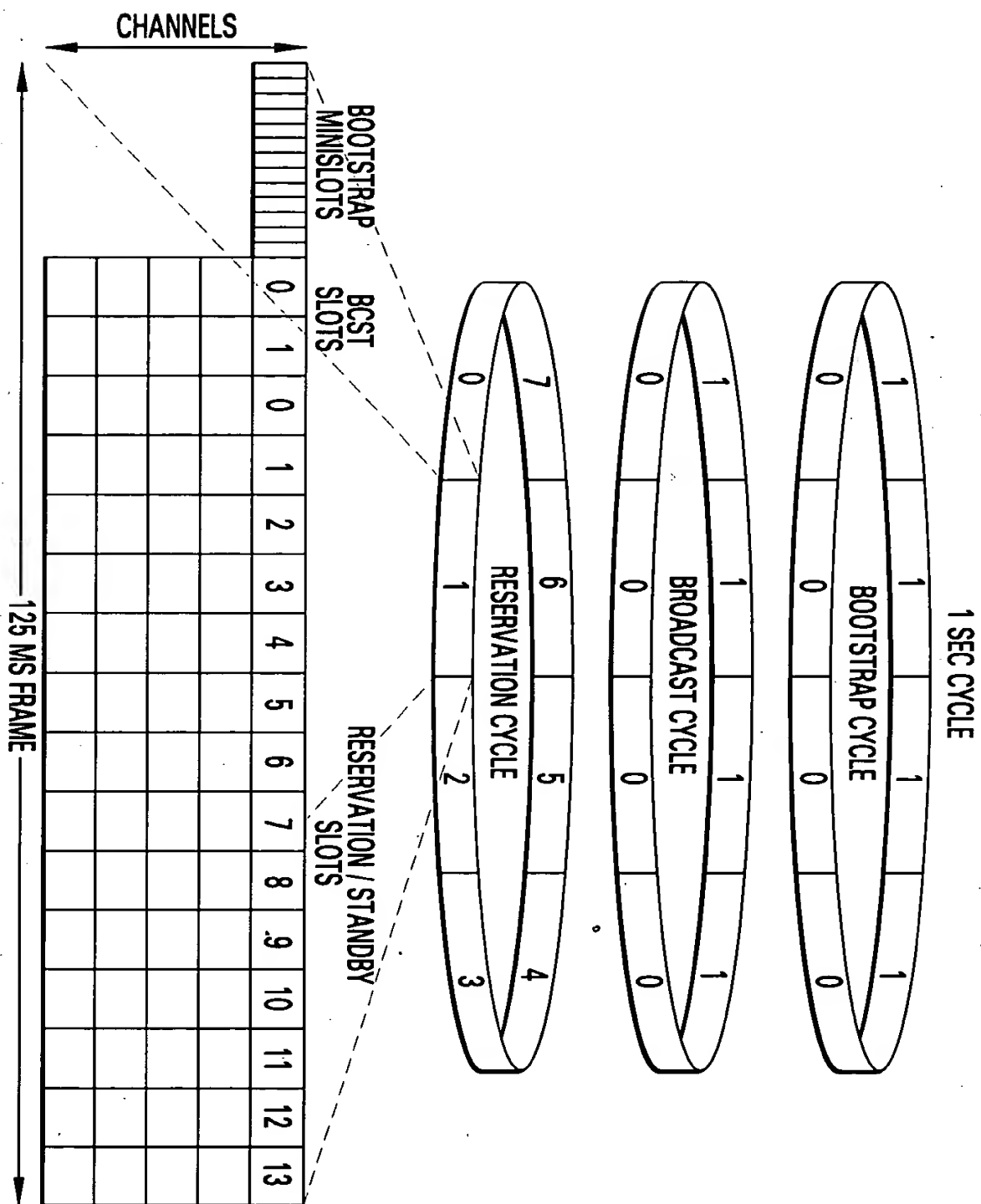


Fig 10

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